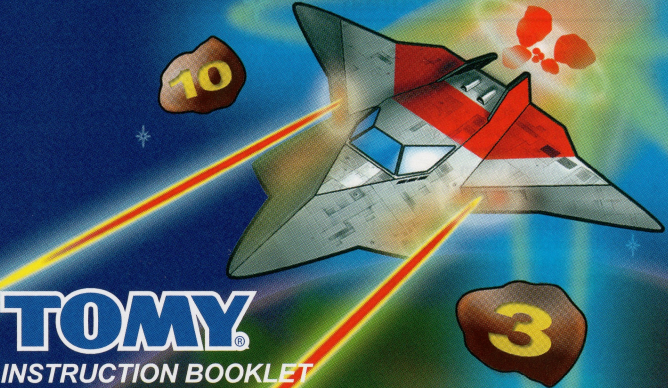
GAME BOY ADVANCE®

gxb LEARNING SERIES
LEVEL TWO - 1st AND 2nd GRADES

AGB-BIYE-USA

MATH PATROL™
THE KLEPTOID THREAT



TOMY®

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:
  - **Convulsions**
  - **Altered vision**
  - **Eye or muscle twitching**
  - **Involuntary movements**
  - **Loss of awareness**
  - **Disorientation**
- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

Important Legal Information

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Rev-D (L)

EVERYONE
E
CONTENT RATED BY
ESRB

LICENSED BY
Nintendo®

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Story

The year is 2762. United under a single government, the citizens of Earth have expanded across the cosmos, colonizing new worlds and befriending new alien races. The universe is a happy place – until the Kleptoid Empire is discovered. An army of machines from a far-off galaxy, the Kleptoids swarm through the universe stealing technology and conquering the worlds of other civilizations.

Highly advanced, the Kleptoids attack with mathematical precision – in fact, they even speak a math-based language. To counter the ever-increasing threat of the Kleptoids, the Union of Planets created an elite fighting force: Math Patrol.

As soon as you join Math Patrol, your skills will be tested and you will be assigned a tour of duty that best fits your abilities. But no one said fighting the Kleptoids would be easy – far from it. You will have to use all your math skills, and pick up a few new ones along the way, before you'll be able to push back the Kleptoid threat.

From daring space battles to base defense and covert spy missions, can you lead the forces of Earth and its allies to victory? Can you become the Galactic Champion, protecting the universe from the Kleptoids once and for all?

GXB Rewards Program

GXB's Learning Series titles are equipped with a unique system developed to make it easy for players to track their in-game progress through the GXB website, as well as earn real-world rewards for their achievement within the game.

Using the GXB Rewards system is easy by doing the following steps:

1. Sign up for a GXB User ID Code from the GXB website (if you are 12 years old or younger your parent or guardian must do this for you).
2. Enter your GXB User ID Code into the game from either the Options Menu or from a Math Patrol Command Post menu (as shown on p. 29).
3. While playing the game you can view your unique GXB Score Code from either the Options Menu or a Math Patrol Command Menu (p. 29).
4. Log back into the GXB web site, and enter in your GXB Score Code.
5. You will then be shown a personalized progress report and additonal resources such as fun pages suitable for your current Content Progress levels (p. 21).
6. You may also qualify for additional rewards, such as Certificates of Achievement, trophies, clothing, scholarships, and more!

Learn more from the GXB website at http://www.gxbinteractive.com

Math Patrol Game Features

Math Patrol combines the best of video game technology while also helping you to learn mathematics. The GXB Promise to you: “Better Games. Better Grades.™”

- Over 70 challenging missions among 10 exciting stages.
- Adaptive gameplay: The game play difficulty is automatically and continuously adjusted for each player so that the game is never too hard nor too easy, whether the player is new to gaming or a veteran.
- Personalized mathematics content: The content is automatically and continuously adjusted for each player so that they can progress at their own pace.
- Player customization of ships and equipment.
- Multiple story paths make the the game a unique experience for every player. Players’ actions have real consequences.

Educational Benefits

Our goal is that our titles will "Motivate. Captivate. Educate.™" The objective of all our products is to provide the most advanced educational title that is also exciting for its players.

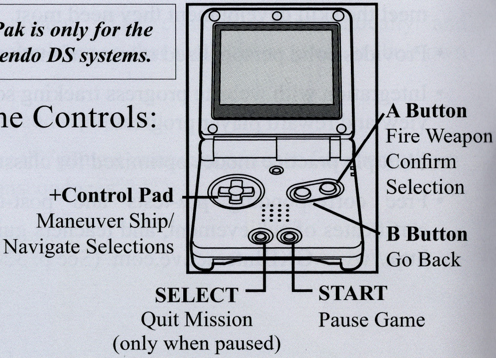
- Based on standardized national and state mathematics content for 1st and 2nd grades.
- Each player is individually assessed and presented with math questions that meet the skill development they need most.
- Provides solid personalized review of mathematics fundamentals.
- Integration with website progress tracking so parents and teachers can easily view and reward player progress.
- Multiple practice modes optimized for classroom play.
- Free corresponding pre-tests and post-tests, worksheets, fun pages, certificates of achievement, and teachers guides available at GXB's website http://www.GXBInteractive.com. (See p. 32-33)

Getting Started

1. Make sure the power switch is OFF.
2. Insert the ***Math Patrol: The Kleptoid Threat*** Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
3. Turn the power switch ON.

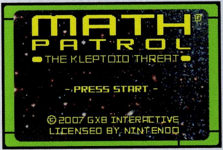
Note: The Math Patrol Game Pak is only for the Game Boy® Advance and Nintendo DS systems.

Game Controls:


A Button
Fire Weapon
Confirm
Selection
+Control Pad
Maneuver Ship/
Navigate Selections
B Button
Go Back
SELECT
Quit Mission
(only when paused)
START
Pause Game

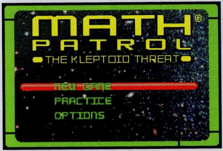
Starting a New Game

Your Goal: Defeat the Kleptoids in the Final Mission to earn the title of Galactic Champion. Work your way up through the ranks of Math Patrol to become an Admiral by successfully completing your missions.

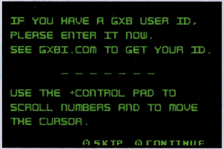

MATH®
PATROL
THE KLEPTOID THREAT
- PRESS START -
©2007 GXB INTERACTIVE
LICENSED BY NINTENDO

To start the full game, press **START** at the main screen, and then select **New Game** to play through the entire story with 10 stages and 70 missions.

If you prefer you can also select **Practice** (p. 14) to play mini-games where you get to choose the game, content types and levels, and game play difficulty.


MATH®
PATROL
THE KLEPTOID THREAT
NEW GAME
PRACTICE
OPTIONS

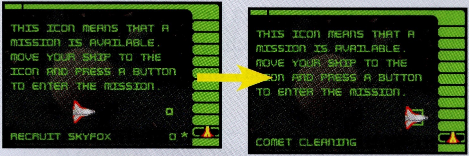
Once you start a New Game, your game progress is automatically saved at the completion of each mission. Select Continue from the main menu to restart a game from where you last left off.



IF YOU HAVE A GXB USER ID,
PLEASE ENTER IT NOW.
SEE GXBI.COM TO GET YOUR ID.

USE THE +CONTROL PAD TO
SCROLL NUMBERS AND TO MOVE
THE CURSOR.

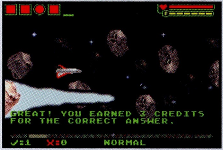
At the GXB website, get a GXB User ID (p. 3) so you can track your progress and earn prizes and other rewards (p. 3). You can skip this screen and enter your GXB User ID later through the Options menu (p. 29) or from a Math Patrol Command Post (p. 22).



THIS ICON MEANS THAT A
MISSION IS AVAILABLE.
MOVE YOUR SHIP TO THE
ICON AND PRESS A BUTTON
TO ENTER THE MISSION.

THIS ICON MEANS THAT A
MISSION IS AVAILABLE.
MOVE YOUR SHIP TO THE
ICON AND PRESS A BUTTON
TO ENTER THE MISSION.

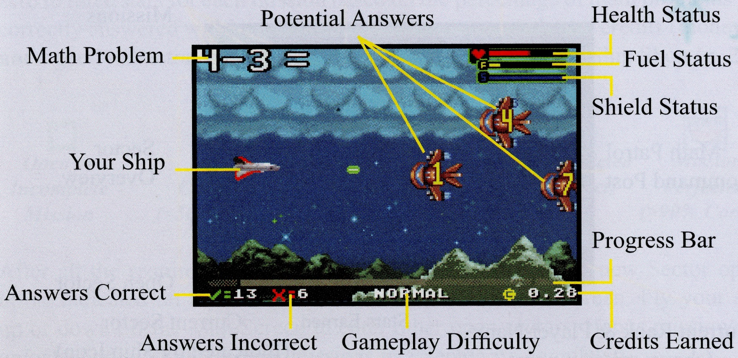
Follow the in-game tutorial to learn more about how to play the game. To enter a mission, fly to the flashing square using the **+Control Pad** and press the **A Button**.



GREAT! YOU EARNED 3 CREDITS
FOR THE CORRECT ANSWER.

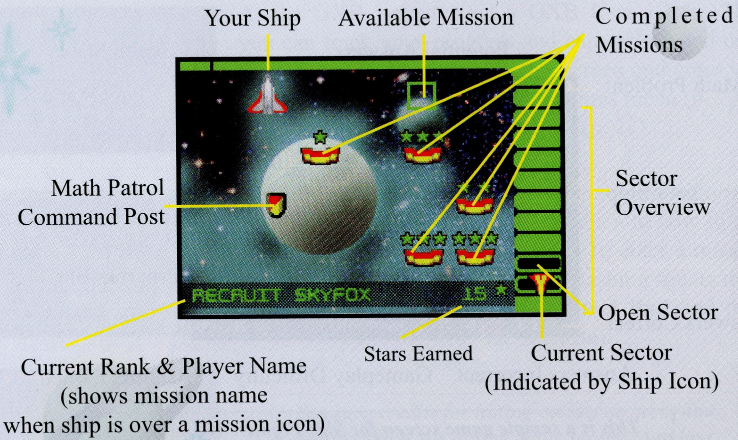
You earn credits for hitting correct answers and bonus credits for hitting blank targets. You lose credits and health if you hit wrong answers.

Sample Game Screen


Potential Answers
Health Status
Math Problem
Fuel Status
Shield Status
Your Ship
Progress Bar
Answers Correct
Answers Incorrect
Gameplay Difficulty
Credits Earned
4-3 =
4
1
7
F
S
✓:13
X:6
NORMAL
0.28

This is a sample game screen for Side Fighter. The other game types have different designs though the general layout is the same. (See page 12 to see the other game types.)

Map Screen


Your Ship
Available Mission
Completed Missions
Math Patrol Command Post
Sector Overview
Open Sector
RECRUIT SKYFOX
15
Current Rank & Player Name (shows mission name when ship is over a mission icon)
Stars Earned
Current Sector (Indicated by Ship Icon)

Sometimes new missions will open up in prior sectors, so fly down to explore the map too, not just up.

Mission Status Icons

Game progress is indicated by the number of stars you have earned. You can earn zero to three stars for each mission based on the percentage of math problems you correctly answered within that mission. The current number of credits (money) is **not** a good indicator as players may spend their credits at the Ship Shop (p. 23).

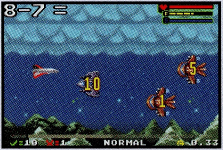
□	*Open or Incomplete Mission*
★	*Mission Completed (<50% Correct)*
★	*Mission Completed (<70% Correct)*
★★	*Mission Completed (<90% Correct)*
★★★	*Mission Perfected! (>90% Correct)*

After all the required missions in a Sector are completed, a new Sector opens up as indicated on the Sector Overview bar of the Map Screen. Fly your ship up or down off the Map Screen to enter other open sectors. Bonus missions are unlocked after all of the other missions in a Sector are completed.

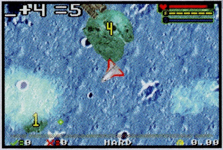
> ***If you ever get stuck in the game, go back and replay missions to earn three stars in each of them. You should also search other sectors, including earlier ones, that may have new missions to complete!***

Game Types

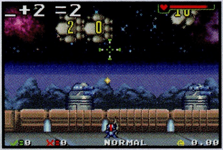
Here are the four main mini-game types in Math Patrol.


8-7 =
10
5
1
NORMAL

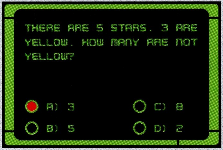
Side Fighter



Explorer


_+2 =2
2
0
NORMAL

Base Defense



THERE ARE 5 STARS. 3 ARE YELLOW. HOW MANY ARE NOT YELLOW?

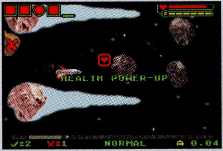
● A) 3　○ C) 8

○ B) 5　○ D) 2

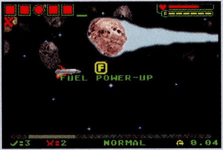
Galactic Quiz
(Word Problems)

Power-Ups

Power-ups occasionally appear during games after shooting a correct answer. Collect power-ups by flying over them during missions to re-supply your health, fuel, or shields. If your ship runs out of Fuel or Health, your ship will blow up! Alien Artifacts can provide special powers (p. 27).


HEALTH POWER-UP
✓:2
✗:1
NORMAL
0.04

Health Power-up


FUEL POWER-UP
✓:3
✗:2
NORMAL
0.04

Fuel Power-up

Power-up Types

Health

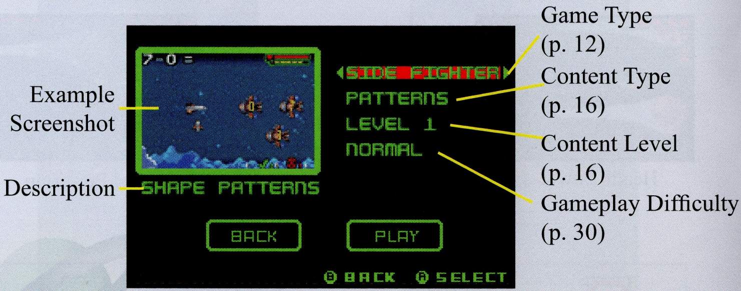
Fuel

Shield

Alien Artifact

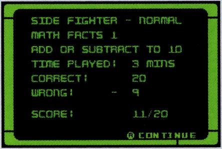
Practice Games

Practice games are best for short play (about 4-8 minutes per game) and to manually select exactly the type of game, content and difficulty you want to play. To start a practice game, select **Practice** from the main menu (p. 7), and then select **New Practice**.


Example Screenshot
Description
SHAPE PATTERNS
SIDE FIGHTER
PATTERNS
LEVEL 1
NORMAL
BACK
PLAY
Ⓑ BACK Ⓐ SELECT
Game Type (p. 12)
Content Type (p. 16)
Content Level (p. 16)
Gameplay Difficulty (p. 30)

Use the +Control Pad Left or Right to scroll through each of the options within a category and then press down on the +Control Pad to move on to the next category. Select Play to start the Practice Game.

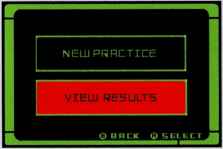
Viewing Practice Game Results



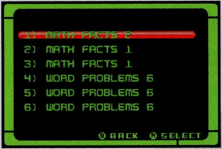
```
SIDE FIGHTER - NORMAL
MATH FACTS 1
ADD OR SUBTRACT TO 10
TIME PLAYED:  3 MINS
CORRECT:      20
WRONG:      - 9

SCORE:        11/20
```

After a practice game, the score screen is displayed. The most important thing to note in a practice games result screen is the final score: 11/20 means 11 problems were correctly solved on the first attempt, out of 20 total.



You can also see a listing of previous practice game scores by clicking on **View Results**.

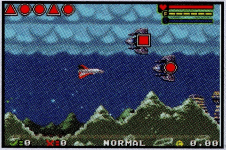


1) MATH FACTS 2
2) MATH FACTS 1
3) MATH FACTS 1
4) WORD PROBLEMS 6
5) WORD PROBLEMS 6
6) WORD PROBLEMS 6

The most recent game results are listed at the top of the list. Select a game result to see the detailed score screen from that game.

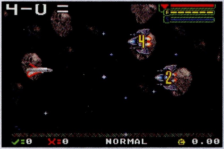
Content Types & Levels

All of the mathematics content in Math Patrol is based on national and state curriculum standards for 1st and 2nd grades. There are seven types of content, with a total of 45 different content levels, in Math Patrol. Each player will experience **personalized** content based on their performance within the game, so players will advance to higher content levels within the main game only when they are ready.



Logic Patterns Levels

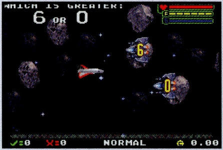
1. Shape Patterns
2. Shapes and Colors
3. Advanced Shapes and Colors
4. Letter Patterns
5. Advanced Letter Patterns
6. Number Patterns by 2, 5, 10
7. Advanced Number Patterns



Math Facts Levels

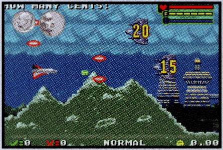
1. Add or Subtract to 10
2. Algebraic to 10
3. Fact Families to 10
4. Add or Subtract to 20
5. Algebraic to 20
6. Fact Families to 20
7. Add or Subtract 3 Numbers
8. Add Numbers to 100 by 5s
9. Add or Subtract Numbers to 100
10. Algebraic to 100
11. Multiplication by 10
12. Multiplication by 5
13. Multiplication by 2
14. Multiplication Review
15. Division to 20 by 2
16. Division to 50 by 5
17. Division to 100 by 10
18. Division Review
19. Review of Math Facts

Place Values Levels


WHICH IS GREATER:
6 OR 0
6
0
:0
:0
NORMAL
0.00

1. Compare Numbers 1-10
2. Place Values 1-99
3. Compare Numbers 1-99
4. Rounding Numbers up to 94
5. Place Values 1-999
6. Compare Numbers 1-999
7. Rounding Numbers up to 994

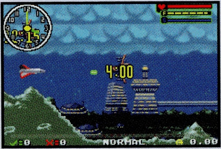
Money Levels


HOW MANY CENTS?
20
15
:0
:0
NORMAL
0.00

1. Adding to 25¢
2. Adding to $1

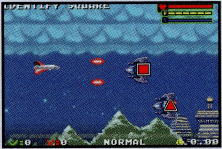
Free Fun Pages, Worksheets, and Practice Tests are available on the GXB website. Visit http://www.GXBInteractive.com

Time Levels



1. Time to Half Hour
2. Elapsed Time by Hour
3. Time to Quarter Hour

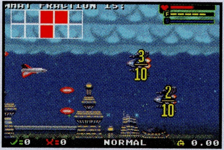
Vocabulary Levels


IDENTIFY SQUARE

1. 2D Basic Shapes
2. Odd/Even up to 100
3. 3D shapes

Additional information regarding the math content in Math Patrol, including correlations to state and national standards, is available on the GXB website. Visit http://www.GXBInteractive.com to learn more!

Fractions Levels

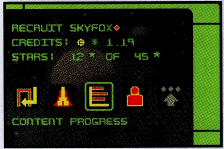

WHAT FRACTION IS?
F
3/10
2/10
✓:0
X:0
NORMAL
0.00

1. Proper Fractions
2. Compare Fractions
3. Add Fractions
4. Subtract Fractions

It is easy to track your content progress and qualify for GXB Rewards (p. 3)!

View your content progress from:
any Math Patrol Command Post (p. 22),
the Options Menu (p. 29),
and even from the GXB website (p. 3).

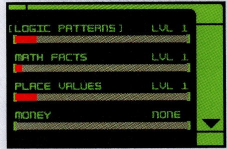
Viewing Content Progress



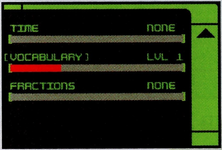
RECRUIT SKYFOX
CREDITS: 1.19
STARS: 12 ★ OF 45 ★

CONTENT PROGRESS

You can view your content progress in-game from the Command Post (p. 22) menu shown at left, as well as from the Options menu (p. 29) that appears on the Main menu when the game is first turned on. Advanced progress tracking and rewards for progress made are easily available at the GXB website (p. 3).



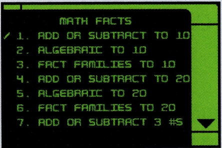
[LOGIC PATTERNS] LVL 1
MATH FACTS LVL 1
PLACE VALUES LVL 1
MONEY NONE



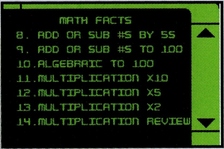
TIME NONE
[VOCABULARY] LVL 1
FRACTIONS NONE

As shown by the screens at left, you can see your current Content Level and progress for each Content Type (p. 16).

Use the **+Control** Up and Down to select a particular Content Category or to view the next screen, and then press **A Button** to view the Content Level detail progress screens such as those displayed on the right.

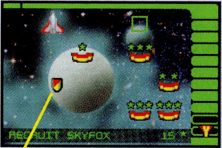


MATH FACTS
✓ 1. ADD OR SUBTRACT TO 10
2. ALGEBRAIC TO 10
3. FACT FAMILIES TO 10
4. ADD OR SUBTRACT TO 20
5. ALGEBRAIC TO 20
6. FACT FAMILIES TO 20
7. ADD OR SUBTRACT 3 #S

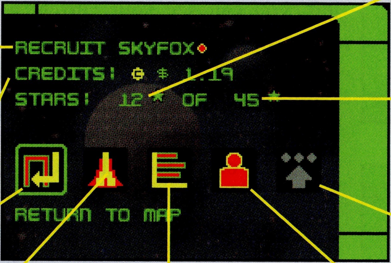


MATH FACTS
8. ADD OR SUB #S BY 5S
9. ADD OR SUB #S TO 100
10. ALGEBRAIC TO 100
11. MULTIPLICATION X10
12. MULTIPLICATION X5
13. MULTIPLICATION X2
14. MULTIPLICATION REVIEW

Math Patrol Command Posts


RECRUIT SKYFOX
15 ★
Math Patrol
Command Post

Indicated by the Math Patrol Shield icon, Command Posts are located throughout the solar system. Go to the Command Posts to buy and sell equipment, upgrade ships, view progress and the GXB Score Code, and take Rank Tests when qualified for promotion.



RECRUIT SKYFOX

CREDITS: $ 1.19

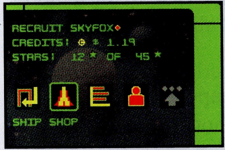
STARS: 12 ★ OF 45 ★

RETURN TO MAP

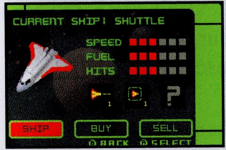
Rank
(p. 28)
# Credits available
for purchases
(p. 23)
Return to Map
(p.10)
Ship Shop
(p. 23)
Content Progress
(p. 21)
GXB User ID Code
(p. 3)
Rank Test
(p. 28)
# Stars Needed to
qualify for Rank
Advancement Test
(p. 28)
# Stars Earned
(p. 11)

Ship Shop

Ship shop is where you can buy or sell ships, weapons, and shields. You can also change the weapon, shield, or alien artifact with which your current ship is equipped.

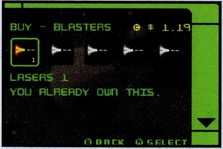

RECRUIT SKYFOX
CREDITS: $ 1.19
STARS: 12 ★ OF 45 ★

To enter Ship Shop, select the **Ship Shop** icon from within a Math Patrol Command Post menu as shown here.


CURRENT SHIP: SHUTTLE

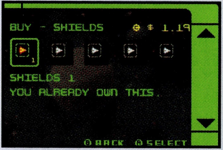
The main Ship Shop screen shows the status of your current ship, including its weapon, shield, and alien artifact power. If you have already purchased other ships, weapons, or shields, you can select **Ship** to choose which ship and equipment will be used in missions.

The latest purchase you have made is automatically assigned to your ship.


BUY - BLASTERS ⊕ $ 1.19

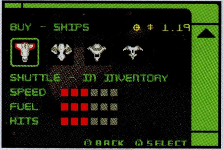
LASERS 1

YOU ALREADY OWN THIS.


BUY - SHIELDS ⊕ $ 1.19

SHIELDS 1

YOU ALREADY OWN THIS.


BUY - SHIPS ⊕ $ 1.19

SHUTTLE - IN INVENTORY

After you earn enough credits within missions, select **Buy** from the main Ship Shop menu to purchase new ships, weapons, or shields. Select **Sell** to raise more money by selling equipment and alien artifacts you do not think you will need anymore.

The first screen in **Buy** shows weapons choices (shown at top left). Options that you can not buy yet are grayed out. To purchase those, you will first either need to earn more credits and/or a higher Rank (p. 28).

You are only able to sell equipment if you have two or more of that type. You are not able to sell your only ship or your only shield, for instance.

Use the +Control Pad Up or Down to see the other screens showing shield and ship options.

Available Upgrades

Following is a complete listing of the weapons, shields, ships, and Alien Artifacts that may be found in Math Patrol.

Blasters:

Lasers 1: Standard, single-fire laster. Only one shot on-screen at a time.

Rapid Fire Lasers: Continuous fire. Only for Clipper ship or above.

Twin Lasers: Two lasers, continuous. Only for Fighter ship or above.

Torpedo: Locks on target. Only for Fighter or above.

Mega Torpedo: Locks on nearby bonus ships. Only for Cruiser ship.

Shields:

Shields 1: Standard shields. Single hit, lasts 5 seconds.

Shields 2: Single hit, lasts 10 seconds. Clipper or above.

Shields 3: Takes two hits, 5 seconds. Clipper or above.

Shields 4: Takes two hits, 10 seconds. Fighter or above.

Life Shield: Two hits, 10 seconds. Regenerates health. Cruiser.

> ***Tip:***
> ***Bigger doesn't always mean better!***
> ***Choose the weapons and shields that best suit your style of play.***

Ships:

Shuttle: Standard issue. Speed: 3, Fuel: 3, Hits: 3

Clipper: Available only to Ensign or Higher. Speed: 3, Fuel: 4, Hits: 4

Fighter: Available only to Captain or Higher. Speed: 4, Fuel: 4, Hits: 6

Cruiser: Available only to Admiral. Speed: 6, Fuel: 6, Hits: 6

Alien Artifacts: (Can only be used once!)

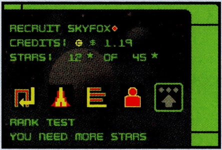
All-Seeing Eye: Standard issue. Speed: 3, Fuel: 3, Hits: 3

Dead Stop: Ensign or Higher. Speed: 3, Fuel: 4, Hits: 4

Invincibility: Captain or Higher. Speed: 4, Fuel: 4, Hits: 6

Unknown: Admiral. Speed: 6, Fuel: 6, Hits: 6

Rank Test


RECRUIT SKYFOX
CREDITS: $ 1.19
STARS: 12 ★ OF 45 ★
RANK TEST
YOU NEED MORE STARS

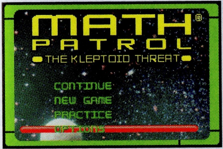
Use Rank Test from the Math Patrol Command Post menu (p. 22) to advance in rank from Recruit to Ensign to Captain, and then finally to Admiral.

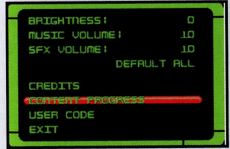
With increased rank comes better ships, equipment and missions. However, in order to be eligible to take the Rank Test, you must first have earned enough stars by completing other missions (p. 11).

The Rank Test is formatted like a real test with word problems, and will cover all of the Content Levels (p. 16) that you have successfully completed up to that point within the game.

Remember, if you ever get stuck in the game, go back and replay missions to earn three stars in each of them until you have enough stars to take the next Rank Test. You should also search other map sectors (p. 10), including earlier ones, that may have new missions available.

Options Menu


MATH PATROL®
THE KLEPTOID THREAT
CONTINUE
NEW GAME
PRACTICE
OPTIONS

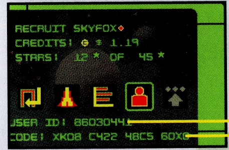

BRIGHTNESS: 0
MUSIC VOLUME: 10
SFX VOLUME: 10
DEFAULT ALL
CREDITS
CONTENT PROGRESS
USER CODE
EXIT

The Options menu is available from the main menu screen as shown at left. Within the Options menu, you can change the appearance and sound levels within the game.

Most importantly, you can view your current Content Progress (p.21) and also enter in your GXB User ID Code and then view your GXB Score Code (p. 3).

Note that you can also view your GXB Codes in game from within a Math Patrol Command Post menu (p. 22) as shown at the lower left screen

Learn more about using your GXB Score Codes for the GXB Rewards program (p. 3) from the GXB website at http://www.gxbinteractive.com


RECRUIT SKYFOX
CREDITS: $ 1.19
STARS: 12 * OF 45 *
USER ID: 8603044
CODE: XK08 C422 48C5 60XC

GXB User ID Code
GXB Score Code

Difficulty Types

There are two types of difficulty settings in Math Patrol: Game Play difficulty and Content Level difficulty, both of which are automatically adjusted when playing a full game, and which can be manually set in Practice Mode.

Game Play Difficulty ranges from Normal to Hard to Pro. It is automatically set based on the player's performance in previous mini-games of the same Game Type. In Normal Game Play Difficulty, the player's ship does not suffer damage from collisions and the enemies are slower and less aggressive, whereas in the Hard and Pro the Game Play is significantly harder. Bonuses are given for completing missions at higher difficulty levels.

Content Level Difficulty is the rate at which the player advances in content level within a particular content category. For instance, if a player completes a mission with great success, they will also advance in content level. If a player completes a mission with great difficulty, the content level of the next mission will be decreased. If a player's success is moderate, then they will experience the same content level in a future mission.

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For the Parent

Math Patrol is a comprehensive educational title designed to help reinforce mathematics fundamentals taught according to U.S. National and State standards for 1st and 2nd grades. Math Patrol is ideally suited for a 2nd grader, but because it provides comprehensive review of 1st grade content it should also be useful and enjoyable for a 1st grader as well. Any student (regardless of grade) who can use a reinforcement of mathematics fundamentals will also benefit.

Real-world rewards such as Certificates, awards, and even clothing are available for your child through the GXB Rewards Program (p. 3). Fun pages, worksheets and workbooks are also available for free from the GXB website at http://www.GXBInteractive.com. It is also easy to track your child's Content Progress (p. 21) from within the game and from the GXB website (p. 3).

We strongly encourage parents to actively support their child's interest and sense of accomplishment within the game by showing interest in their advancement. Some of the best questions to ask would be:

- How many stars have you earned (p. 11)? What Rank are you (p. 28)?
- What ship do you have now (p. 27)? What is your favorite mission?

For the Educator

This title has been specifically designed for use in the classroom as either a learning center or by the entire class to augment and provide practice for 1st and 2nd grade level mathematics. This title is also excellent for use by students in higher grades who may be struggling with mathematics because they lack a strong foundation in one or more fundamental content areas.

The GXB website contains many resources that will make Math Patrol easier to manage and more productive within the classroom, such as:

- Comprehensive teachers guides
- Fun-pages
- Worksheets,
- Pre-tests and post-tests
- Easy progress tracking and viewing
- Personalized Certificates of Achievement
- Classroom organization and storage boxes

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Engine Software

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Special thanks to Laura Yoshioka, as well as to the many dedicated teachers, principals, and curriculum experts on the GXB Advisory Board.

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Additionally, many other exciting and educational titles for the Nintendo Game Boy and the Nintendo DS are available from GXB Interactive, covering topics such as Mathematics, Language Arts (spelling, reading, and grammar), Foreign Languages, ESL, SAT Test Preparation, Art, and much more!

Please contact GXB via any of the following methods to learn more:

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